



# EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT	
CURRENT LOAD						TOTAL WEIGHT CARRIED			

## MOVEMENT & LIFTING

MOVEMENT

WALK	HUSTLE	RUN
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= MAX LOAD	= 2 X MAX LOAD	= 5 X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	×4
HEAVY		+1	-6	×3

## EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

## MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

## SPECIAL ABILITIES & FEATS

## LANGUAGES

## SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 +  (ABILITY) +  (MISC)

## TURN UNDEAD

TIMES/DAY = 3 +  (CHA) +  (MISC) TURNING CHECK  (CHA)

TURNING DAMAGE = 2d6 +  (CHA) +  (LEVEL) +  (MISC)

## PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
<input type="text"/>	0	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	6TH	
<input type="text"/>	2ND	<input type="text"/>	7TH	
<input type="text"/>	3RD	<input type="text"/>	8TH	FREE MANIFESTATIONS
<input type="text"/>	4TH	<input type="text"/>	9TH	<input type="text"/>

## PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
DEFENSES	ABILITY	DEX	STR	CHA	INT	WIS
<input type="checkbox"/>	EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/>	MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSIONIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

## SPELLS & POWERS

## HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NOTES													
NOTES													
NOTES													

# CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

## BACKGROUND & NOTES

DATE CREATED \_\_\_\_\_ DM/CAMPAIGN \_\_\_\_\_